

# Blitz precision learning

## HOME PAGE

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### Blitz precision learning

**8** LESSONS MASTERED THIS WEEK

**0** USERS TAKING DRILL NOW

**14** USERS TAKING DRILL THIS WEEK

**449** DRILLS TAKEN THIS WEEK

**HELP**

ASK A QUESTION

**FAQ »**

**FORUM »**

**This week...**

**LESSON LEADERS** view all

	# completed
Paul Kust	9
Bill Clarkson	9
Scott Rombaut	9
Tony Simons	6
Pam Lightner	5
Rich Riggs	1
John Thompson	1
Tom DeVault	1

**DRILL LEADERS** view all

	# of drills taken
Angie Coffman	90
Brian Giersch	76
Beth Claar	52
Eric Brown	50
Jacob Smith	47
Ronald Nestor	47
Gregory Parkis	22
Trevor Laskody	19
John Kane	13
Leigh Anderson	8

**SPEED LEADERS** >

Hi, **Jane Smith**

[LOGOUT](#)

[edit profile](#)

### My lessons [22 total]

[SHOW DETAILED REPORT](#)

**16**  
(72.7%)

**5**  
(22.7%)

**1**  
(4.5%)

Not Started
Mastery Mode
Fluency Mode
Completed

### My courses [1 total]

**Bringing Out the Best in People**

CHOOSE MODULE

73% 23% 5% 0%

22 LESSONS TOTAL

Ask a question, check out the **FAQs**, and access the **Forum** to create discussions around Blitz content.

Access your course, modules, and lessons.

View the week's top performers\*  
(\*choose to opt-in or out on your profile page)

## My courses [1 total]

### Bringing Out the Best in People

73%

27%

0%

0%

CHOOSE MODULE ▾

22 LESSONS TOTAL

01. Behavior vs Non-Behavior	<i>In progress</i>
02. ABC Model	<i>In progress</i>
03. Behavioral Consequences	<i>In progress</i>
04. ABC Analysis	<i>In progress</i>
05. Negative Reinforcement	<i>Not started</i>
06. Positive Reinforcement	<i>Not started</i>
07. Punishment, Penalty, Extinction, Recovery	<i>Not started</i>
08. Reinforcement Delivery	<i>Not started</i>
09. Pinpointing	<i>Not started</i>
10. Measurement	<i>In progress</i>
11. Performance Feedback	<i>Not started</i>
12. Model for Problem Solving	<i>Not started</i>
13. Goal Setting to Shape Behavior	<i>Not started</i>
14. Recognition and Rewards	<i>Not started</i>
15. Compensation and Performance Appraisal	<i>Not started</i>
16. Celebrating Work	<i>Not started</i>

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## DRILL PAGE

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The screenshot shows a drill page interface. At the top, the course is 'Bringing Out the Best in People' and the module is '03. Behavioral Consequences'. A callout box points to the 'STUDY MATERIALS' section, which lists 'Module3Study.pdf'. Another callout box points to the 'START DRILL' button. Below the title 'Consequence Identification', there are instructions: 'Read each definition of the four types of behavioral consequences and select the consequence defined (R+, R-, P+, or P-)'. A 'STATUS' section indicates the user is on their way and has a 97% accuracy goal. To the right, an 'ACCURACY' graph shows a 100% completion rate for two drills. Below the status, 'MASTERY CRITERIA' and 'FLUENCY CRITERIA' are listed. A callout box points to these criteria, stating they are displayed below the status.

**COURSE** Bringing Out the Best in People CLOSE X COURSE INFO

**MODULE** 03. Behavioral Consequences

**STUDY MATERIALS:** Module3Study.pdf

**LESSON**

**MASTERY MODE**  
**Consequence Identification**

**Instructions:**  
Read each definition of the four types of behavioral consequences and select the consequence defined (R+, R-, P+, or P-).

**START DRILL**

**STATUS**  
You're on your way. Take your time with each question and continue focusing on your accuracy. Your accuracy goal is 97% correct.

**MASTERY CRITERIA**  
100% Minimum accuracy  
3 Consecutive drills meeting criteria

**FLUENCY CRITERIA**  
93% Minimum accuracy  
15 Minimum number correct per minute  
2 Consecutive drills meeting criteria

**ACCURACY**

% Correct

100%  
80%  
60%  
40%  
20%  
0%

1 2

Drills

● Subgoals ◆ Mastery ... Minimum accuracy ★ Fluency

The Mastery and Fluency Criteria are displayed below your Status.

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## FLUENCY PHASE

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You will have access to **Refresher Drills**, which are helpful if you experience difficulty in meeting the speed requirement. The Refresher allows you to go back into Mastery phase so you can concentrate on learning the material, and your performance will not count towards your progress, nor will it be displayed on the graphs.

LESSON

START DRILL

FLUENCY MODE  

## Consequence Identification

**Instructions:**  
Read each definition of the four types of behavioral consequences and select the consequence defined (R+, R-, P+, or P-).

**STATUS**  
You've maintained your accuracy. Continue responding as fast as you can without making errors. Your speed goal is still 2 correct answers per minute.

**MASTERY CRITERIA**

- 100% Minimum accuracy
- 3 Consecutive drills meeting criteria

**FLUENCY CRITERIA**

- 93% Minimum accuracy
- 15 Minimum number correct per minute
- 2 Consecutive drills meeting criteria

**REFRESHER DRILL**

Now that you have completed the mastery phase for this lesson, you have access to refresher drills. These drills are identical to the drills in the mastery phase except that your accuracy score from the refresher drills will not be graphed. You will be given your accuracy percentage at the end of each refresher drill.

If you begin to struggle with accuracy during the fluency phase, complete refresher drills to build up your accuracy. You may also access the refresher drills after you have completed the fluency phase for this lesson.

START

**ACCURACY**

**SPEED**

You can hover over any of the data points to display your performance for each drill.